


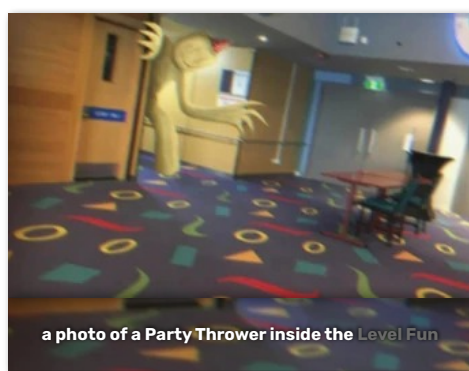







Partythrowers  [EDIT](#) 

Entity Hazard: Class 6 

» Entity Number: 670

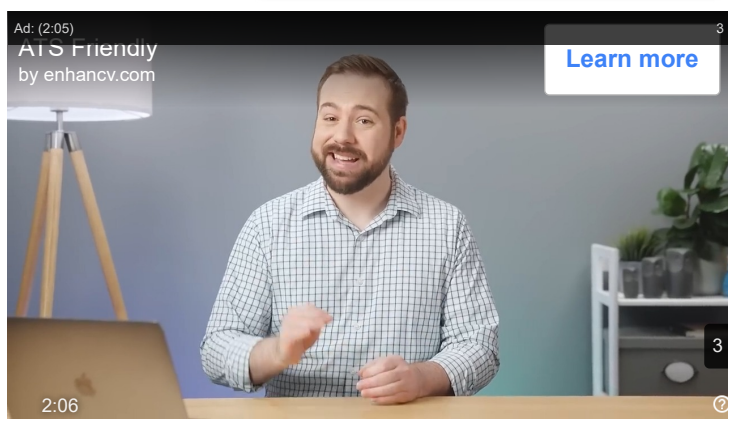
» Habitat: Level Fun and Level 1


a photo of a Party Thrower inside the Level Fun

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Description

The **Party Thrower** is an entity which lives exclusively on Level 1 and Level ∞ . It looks virtually identical to its devolved counterpart, the Partygoer. It is, however, distinguished from the Partygoer by being substantially larger, faster, having more clawed fingers, and the party hat-shaped horn on its head.

The **Party Thrower** is considered to be an evolved version of the Partygoer. When a Partygoer infects enough people, its body begins to change rapidly. Its changes

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Thrower's head.

- Its body grows a digestive system rapidly, as well as an increased immune and nervous system.
- It does, however, lose one of its senses in the evolution which is sight.
- It grows larger, up to twice the size of a normal Partygoer, becoming much faster in the process.

Contrary to Partygoers, the **Party Thrower** does not infect its victims over time; rather, it is slightly more animalistic by eating its captured prey via absorbing them. The victim is then broken down into basic molecules acting as energy for the **Party Thrower**. It can consume up to three individuals a day, (more if it has not eaten for a prolonged period of time,) and has been shown to kill for fun. Its preferred prey appears to be humans, but it has been shown to kill its own species for sport, or to assert dominance.

A **Party Thrower** reproduces similarly to amoeba and other single-celled organisms, by eating a substantial amount of food and subsequently splitting itself into 2 identical copies. Due to this, all **Party Throwers** share the same traits as they are clones of each other. However, due to evolutionary disadvantages, one can only multiply once in its life time.

Unlike Partygoers who will stray away from Level_2) to catch prey, **Party Throwers** will remain exclusively in Level_2) and Level 1 depending on which one they are at, for their own protection. This makes them hard to find and subsequently photograph.

Biology

Party Throwers are biologically identical to Partygoers on the outside, aside from a few minor differences such as size, and the fact that **Party Throwers** have a horn and claws. Internally, however, **Party Throwers** contain various human and animal-like organs such as a brain, and do have nerves and a spine. It has a simple digestive system, being able to break down food internally and use it as energy for the brain and muscles. **Party Throwers** have a speed advantage, having reached speeds upwards of 30 mph on rare occasions.

Party Throwers are blind and lack a sense of sight, unlike normal Partygoers who can spot prey. The **Party Thrower** relies entirely on its sense of smell and hearing to reach and consume prey them. This is thought to be how they came to develop a taste for Partygoer flesh, as they were the nearest food source. **Party Throwers** are speculated to also use a form of echolocation in order to see, but this remains unconfirmed.

Survival Guide

One's safest option to avoid **Party Throwers** is avoiding Level Fun and Level 1 entirely. Coming into contact with one of these entities will likely be fatal. If one can manage to remain quiet enough to avoid the entity, their next intention should be finding a concealed place to hide. Scents unnatural to Level Fun's environment, such as perfumes, are highly dangerous to carry on-hand; a **Party Thrower** will almost certainly locate the source with ease. Remaining concealed and quiet long enough to search for an exit is one's only option to avoid a sealed and untimely fate.

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